

Dreamcast™



Dreamcast



Virtua Tennis 2™

— SEGA PROFESSIONAL TENNIS —

EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-ROM on any other CD player—doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important. Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

Virtua Tennis 2™

— SEGA PROFESSIONAL TENNIS —

Thank you for purchasing "Virtua Tennis 2". Please note that this software is designed to be used with the original console. Be sure to read the instruction manual thoroughly before you start playing Virtua Tennis 2.

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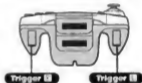
"Virtua Tennis 2" is a memory card (sold separately) compatible game. For this game, at least 5 blocks of free memory spaces are required to save game file.

BASIC OPERATION

Controller Operation

"Virtua Tennis 2" is for 1 to 4 players. Insert Dreamcast Controllers (or Arcade Sticks) for the desired number of players into ports A to D before turning on the console. Do not operate the D-Pad or Triggers **L1** **R1** when turning on the console, or a malfunction may occur due to improper player position settings. To go back to the title screen, press the **START** button while holding down Buttons **A** **B** **X** and **Y** during the game.

Dreamcast Controller



Arcade Stick (sold separately)



Main operations

| Controller | Menu Selection | Game Play |
|---|----------------------------|--|
| D-Pad / Analog Thumb Pad / ▲▼◀▶ (Joystick) | Select menu and players | Move player / Move ball |
| ○ Button (●/● Button) | Confirm | Topsin shot |
| ○ Button | Cancel | Slice shot |
| ○ Button | | Lob shot |
| ○ Button | | Change viewpoints (only when 1 Player) |
| Trigger [L]/[R] (● Button) | | Switch instructions to COM partner in a doubles match |
| START button | Start the game | Pause the game / Jump into the game (except for WORLD TOUR) |

■ Arcade Stick operations are in brackets.

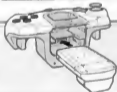
Serve

Let a serve position with ▲▼◀▶ and press ○ (●) or ● to toss the ball. When the player tosses the ball, a serve gauge will be displayed beside the player. Press ○ (●) or ● with good timing because the serve becomes faster as the serve gauge gets closer to "MAX". Press ○ to make a straight serve, and press ● (●) to make a slice serve.



Vibration Pack™

When using a Vibration Pack (sold separately), make sure to connect it to Expansion Socket 2 of the Dreamcast Controller. A Vibration Pack cannot be used with an Arcade Stick.



Ball Direction

Run to the ball and press **○** **○** **○** to hit the ball back to the opponent's court (see below for shot type). After pressing that button and before hitting the ball back to the opponent, press **▲** **▼** **◀** **▶** to select the direction to hit the ball. Use **◀** **▶** to aim left or right, and use **▲** **▼** to aim to the front or back.



Shot Strength

You can hit the ball harder (faster) if you run to the ball fast enough to get ready for the shot. On the other hand, if you barely reach the ball and are not ready for the shot, you will not hit it hard. The strength of the shot changes with the height you hit the ball at (shot point). It is difficult to hit the ball back hard if the ball has a low shot point, for example right after it bounced. The higher the shot point, the harder the shot becomes.

Shot Type

A topspin shot (**○**) is a regular shot with a forward spin (vertical spin). The ball moves fast, but its trajectory is high and bounces high. A slice shot (**○**) has backspin. The ball moves slowly as if floating in the air. Its trajectory is low and it bounces low. A lob shot (**○** **○** **○**) has a high trajectory and goes over the opponent's head. It is used to hit the ball behind the opponent when the opponent is at the net.



Smash

Wait for a high-trajectory ball to come down, and press **▲/Ⓢ** to hit a smash. Press **▲/▼/◀/▶** to control the ball path in the same way as regular shots.



Drop Shot

Press **▲/▼** after pressing **Ⓢ** to aim at an area near the net. You can make a drop shot that falls near the net. It is effective when the opponent is at the baseline.



Instruction to COM partner



Give a position instruction to your COM partner in doubles matches. Press **Ⓛ/Ⓡ/Ⓢ** to switch instructions between the **BASELINE / NORMAL / NET PLAY** displayed at the top of the screen.

| | |
|-----------------|--------------------------------|
| BASELINE | Back of the court (defensive) |
| NORMAL | Regular position |
| NET PLAY | Front of the court (offensive) |



STARTING THE GAME

Selecting a mode

Press the START button at the Title Screen to display the MENU Screen. Select from one of 4 modes here using  on the D-Pad and confirm with .



TOURNAMENT
( P.24)

Try to win all 5 stages of singles matches and 3 stages of doubles matches.

EXHIBITION
( P.26)

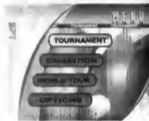
Customize game settings and play various single matches.

WORLD TOUR
( P.28)

Create an original player to enter competitions all around the world. Only for 1 player.

OPTIONS ( P.35)

Change various settings.



SAVE & LOAD

This game automatically saves and loads the game data (auto-save function) to and from a memory card. When playing the game, make sure to insert the memory card into slot 1 of the Dreamcast Controller (Arcade Stick) connected to port A. Never remove the memory card or the controller during saving and loading.

Connecting the VM



Insert the memory card into Expansion Socket 1 of the controller.

GAME SCREEN

In-game screen



Pause menu

Press the START button during the game to pause and display the pause menu

TOURNAMENT

Two pause menu items are displayed in TOURNAMENT mode.

- **CONTINUE** Resume the game
- **END** Out the game and return to the Menu Screen

EXHIBITION

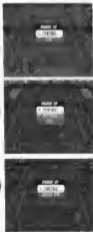
Three pause menu items are displayed in EXHIBITION mode.

- **CONTINUE** Resume the game
- **SETTING** Out the game and return to the Setting Screen.
- **END** Out the game and return to the Menu Screen

WORLD TOUR

Two pause menu items are displayed in WORLD TOUR mode.

- **CONTINUE** Resume the game
- **WORLD MAP** Out the game and return to the World Map Screen



GAME MODES

**There are 4 modes
to choose from**

This section explains the contents and operations of the "TOURNAMENT", "EXHIBITION", "WORLD TOUR" and "OPTIONS" modes




TOURNAMENT [for 1 to 4 players]

Try to win all 5 stages of singles matches and 3 stages of doubles matches. Press the START button of another controller during the game to jump into the game (▶P25)

Selecting a match system

Select "TOURNAMENT" in the Menu Screen to display the "SINGLES / DOUBLES" menu.

Selecting a player

Select a player from the 16 featured male and female players. Select with the D-Pad, and confirm with . To use a player created/trained in WORLD TOUR mode, select "VM" shown on the right. "VM" can only be selected when a player was created in WORLD TOUR mode and the memory card is inserted. Since the non-IP controller can also use a customised player if a memory card with WORLD TOUR data is inserted into Expansion Socket 1 of that controller, you can play your customised player with or against your friend's.



Starting the match

The match starts after selecting and confirming the player and the opponent. Try to win the series of matches. Press the START button during the game to display the Pause Menu (P23). To continue the game after losing, select "CONTINUE" and press Δ . To return to the Menu Screen, select and confirm "END".



"Jumping into the game"

In both "TOURNAMENT" and "EXHIBITION" modes, other players can "jump into the game" by pressing the START button of an unused Dreamcast Controller. The START button can be pressed during player selection or during the game. It works as follows:

Select Player

First, select a player. Although a male player cannot play against a female player, it is possible to make a mixed pair in doubles.

Coin Toss

Toss a coin to decide who serves. There are no controller operations here.

Start the Game

The game starts after deciding who serves. Up to becoming a 4P game, it is possible to "jump into the game" even after the match has started.



EXHIBITION [for 1 to 4 players]

A mode for challenge matches where game settings can be freely assigned. There is only one match in this mode. Here, too, it is possible to "jump into the match" by pressing the START button of another controller during the game (▶P25).

Selecting a match system

Select "EXHIBITION" in the Menu Screen to display the "SINGLES / DOUBLES" menu just as in the TOURNAMENT mode.



Setting the player position

Set an initial player position regardless of whether it is a singles or a doubles match. Use **▲▼◀▶** on the D-Pad to select a position, and confirm with **○**. Press the START button on the other controllers to play a game with 2 to 4 players. Each player selects and confirms their position here, too.



Setting rules

Set various match rules. Select the rule with **▲▼** of the D-Pad, and change with **◀▶**. After setting all rules, move the cursor to "OK," and press **○**.



| | |
|-------------------|---|
| GAME COUNT | Number of games to win one match (1-6 games) |
| TIE BREAK | Switch on/off the tiebreaker rules |
| COM LEVEL | Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD) |

Selecting players

Just like in the TOURNAMENT mode, select one of 16 male and female players to control. When you have made your selection, assign opposing COM players.



Selecting a stage

Select a stage on which to play the match. Only 5 stages are available at the beginning. As the game proceeds, you can purchase stages at a shop in "WORLD TOUR" mode and then select more stages for play here.



Starting the match

Start the match after selecting the stage. Press the START button during the game to display the Pause Menu (P2).

About tiebreak in "Virtua Tennis 2"

An extra game will be added if no player wins by 2 or more games within the set number of games. After the players have won the same number of games, the last game will be a tiebreak. In the tiebreak, points will be counted as numbers (e.g. 5-6), and the first player to win by 2 while gaining 7 or more points is the victor. Each player serves twice in a row. This rule is slightly different from rules of actual tennis.



WORLD TOUR [for 1 player]






Create one male player and one female player, and join the World Tour. Train the created players through mini-games, and enter tournaments held all around the globe to compete for the #1 world ranking.

Starting the WORLD TOUR

When selecting the "WORLD TOUR" mode for the first time, the games start from step 2 below. If there is "WORLD TOUR" saved data, a menu will be displayed. Select "NEW GAME" to start a new game and select "CONTINUE" to continue a saved game.



Creating characters

Create one male player and one female player. Set the following 5 items first for the male player. Select the items to be set with   of the D-Pad, and proceed to each Setting Screen by pressing . After setting them, move the cursor to "FINISH," and press . Next, create the female player in the same way. After setting up two characters, a screen shown on the right will be displayed. To confirm, select "FINISH" and press .



| | |
|--------------|------------------------------------|
| NAME | Name the player |
| HEAD | Set face, complexion and hairstyle |
| BODY | Set height and weight |
| PLAYS | Set preferred hand and back hand |
| GEAR | Set racket and clothes |

○ Invitation Card

After creating characters, an Invitation Card will be delivered to you. Press the START button to proceed to the next step.

○ Build your home

Build a house on the world map (◆▶30). Rotate the world map with the D-Pad, and press **△** to build. Don't forget where you built it, as your home plays an important role.



○ World map

The basic screen for the WORLD TOUR mode. Select where to go with the D-Pad, and confirm with **△**. Switch players with **□**. This screen includes information on the current date, name and standing of the player, and the player's stamina.



○ Tour calendar

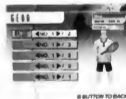
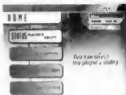
Press the START button during the first week of each month or in the World Map Screen to see the tour calendar. This calendar shows the competition schedule for the whole year. To see the schedule for other months, use the left and right buttons on the D-Pad. Select and confirm "RETURN TO MAP" to return to the World Map and "GAME END" to quit WORLD TOUR mode.



HOME

You can check the status of players and change their clothes to new ones. Select "STATUS" or "GEAR" to proceed to each screen.

| | |
|---------------|---|
| STATUS | Check player abilities. Press R to switch players. Press ○ to return to HOME. Status can be enhanced through training (▶P.32). Check the status often and create your ideal players. |
| GEAR | Change items such as rackets and clothes. Select the items with ▲ / ▼ of the D-Pad and then with ◀ / ▶ . Press R to switch players. Press ○ to return to HOME. Each item can be purchased at shops (▶P.34). Earn rewards at competitions to gain good gear. |
| REST | Execute this command to let the players rest and recover stamina and proceed to the next week. The stamina of each player is displayed at the top right of the screen. Let the players take a rest if they seem too tired. Make sure to check the tour schedule when executing this command. |
| EXIT | Finish preparation at HOME and return to World Map. |



Competitions

These are held at various locations in the world. There are five kinds of competitions: men's singles/doubles, women's singles/doubles and mixed doubles. The current standing of the player decides which competitions are available to him/her. The higher the standing, the higher the level of competition available. A partner is necessary when entering doubles competitions. Find a partner at the shop and sign them to a contract.



FLOW OF THE COMPETITION

STEP 1

Move the cursor on the World Map to the point where the competition is held and see information on the competition. You will be asked "ENTER?" if you press **A** then **Press B** to confirm entry.

STEP 2

On entering the competition, a tournament chart will be displayed for you to learn about the competition.



STEP 3

Start the match. The flow of the match is the same as in TOURNAMENT mode.

STEP 4

After the match, the Reward Screen will be displayed. Winning at least the first round will let you earn some money, even without winning the whole competition. A week then passes and you will return to the World Map.



TRAINING

Train your players through mini-games. Training is categorized as follows: **serve**, **footwork**, **stroke**, and **volley**. Select a training menu, raise 1 on the category to be improved. The level of training goes up as the abilities of two of the players reach certain levels.

FLOW OF THE TRAINING

STEP 1

Move the cursor to the point where training options are available to see information on training. You will be asked "ENTER?" if you press **[ENTER]**. Press **[A]** (**[X]**) to confirm entry to the training.

STEP 2

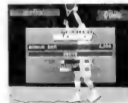
Current training, play methods, and conditions for advancement are displayed.

STEP 3

Confirm the conditions for advancement, and start the training. Use all of your skill to play the mini-games.

STEP 4

The training record will be displayed after training is completed. A week then passes, and you will return to the World Map. The status level of each category goes up based on the points gained, so keep trying until you succeed.



TYPES OF TRAINING

Some of the various mini-games offered in the training are introduced here.

PIN CRASHER

Improve your serve. Use bowling ball and knock down pins to gain points. (30 seconds)



TANK ATTACK

Improve your stroke. Hit back a powerful explosion to defeat enemy tanks. (30 seconds)



BULL'S EYE

Improve your volley. Aim at the target (higher points) at the center of each ball to earn Bull Back into the court.



DANGER FLAGS

Improve your forehand. Destroy enemy flags to earn flags. (30 seconds)



SHOP

Select a shop on the World Map and press **A**. You will be asked if you want to enter. Select "YES" and confirm to enter. Various items are sold at the shop, and they can be purchased with the money you have earned. Different shops sell different items. Select "EXIT" to return to the World Map.



RACKET

Rackets can be used both by male players and female players. Equip at home.

CLOTHING

Tennis wear and other clothing items are sold. Equip at home.

ETC.

Wrist bands, shoes, and other items are sold.

PARTNER

Partner contracts for doubles matches. Contracts last for 2 months. You cannot enter doubles competitions unless you make a contract at a shop. Only one COM partner can be contracted for doubles matches. The contract with your partner expires when you sign a contract with someone else.

STAGE

Once contracted, they can be used in the EXHIBITION mode.

OPTIONS

Various in-game settings can be changed in Options. Select the option menu with **▲**/**▼** of the D-Pad, and change settings with **←**/**→**. To go back to the Menu Screen, move the cursor to "EXIT" and press **X**.



TOURNAMENT

Settings in TOURNAMENT mode:

| | |
|-------------------------|---|
| COM LEVEL | Level of COM opponent (select one from EASY, NORMAL, HARD, and VERY HARD) |
| GAME COUNT (COM) | Number of games to win one match against COM (1 to 6 games) |
| GAME COUNT (VS) | Number of games to win when playing with other players (1 to 6 games) |
| TIEBREAKER (VS) | Switch on/off the tiebreaker rules (●/??) |

SOUND

Sound and vibration settings:

| | |
|-------------------|--|
| AUDIO | Switch audio output between stereo/monaural |
| BGM VOLUME | Change in-game BGM volume |
| MUSIC TEST | Listen to the music played in the game |
| VIBRATION | Switch on/off the vibration of the Vibration Pack |
| LANGUAGE | Change the language of in-game messages to "JAPANESE", "ENGLISH", "DEUTSCH", "FRANÇAIS", AND "ESPAÑOL" |

PLAYERS



Patrick Rafter(AUS)

HEIGHT 6'1" (185cm) **WEIGHT** 190lbs (86kg)

DATE OF BIRTH 28/12/72

PREFERRED HAND TYPE Right-handed

TYPE SERVE & VOLLEY



Tim Henman(GBR)

HEIGHT 6'1" (185cm) **WEIGHT** 170lbs (77kg)

DATE OF BIRTH 6/9/74

PREFERRED HAND TYPE Right-handed

TYPE SERVE & VOLLEY



Cedric Pioline(FRA)

HEIGHT 6'2" (187cm) **WEIGHT** 175lbs (79kg)

DATE OF BIRTH 15/6/69

PREFERRED HAND TYPE Right-handed

TYPE ALL-ROUND PLAYER



Yevgeny Kafelnikov(RUS)

HEIGHT 6'3" (190cm) **WEIGHT** 185lbs (84kg)

DATE OF BIRTH 18/2/74

PREFERRED HAND TYPE Right-handed

TYPE ALL-ROUND PLAYER



Tommy Haas(GER)

HEIGHT 6'2"(187cm) WEIGHT 182lbs(82kg)

DATE OF BIRTH 3/4/78

PREFERRED HAND TYPE Right-handed

TYPE STRONG FOREHAND



Thomas Enqvist(SWE)

HEIGHT 6'3"(190cm) WEIGHT 192lbs(87kg)

DATE OF BIRTH 13/3/74

PREFERRED HAND TYPE Right-handed

TYPE STRONG BACKHAND



Magnus Norman(SWE)

HEIGHT 6'2"(187cm) WEIGHT 198lbs(89kg)

DATE OF BIRTH 30/5/76

PREFERRED HAND TYPE Right-handed

TYPE FAST RUNNER



Carlos Moya(ESP)

HEIGHT 6'3"(190cm) WEIGHT 177lbs(80kg)

DATE OF BIRTH 27/8/76

PREFERRED HAND TYPE Right-handed

TYPE POWERFUL STROKES

PLAYERS



Venus Williams(USA)

HEIGHT 6'1"(185cm) **WEIGHT** 160lbs(72.5kg)

DATE OF BIRTH 17/6/80

PREFERRED HAND TYPE Right-handed

TYPE ALL-ROUND PLAYER



Serena Williams(USA)

HEIGHT 5'10"(178cm) **WEIGHT** 145lbs(66kg)

DATE OF BIRTH 26/9/81

PREFERRED HAND TYPE Right-handed

TYPE POWERFUL STROKES



Lindsay Davenport(USA)

HEIGHT 6'2" 1/2(189cm) **WEIGHT** 175lbs(79kg)

DATE OF BIRTH 8/6/76

PREFERRED HAND TYPE Right-handed

TYPE ALL-ROUND PLAYER



Monica Seles(USA)

HEIGHT 5'10" 1/2(179cm) **WEIGHT** 154lbs(70kg)

DATE OF BIRTH 2/12/73

PREFERRED HAND TYPE Left-handed

TYPE HARD HITTER



Mary Pierce(FRA)

HEIGHT 5'10" (180cm) **WEIGHT** 150lbs(68kg)

DATE OF BIRTH 15/1/75

PREFERRED HAND TYPE Right-handed

TYPE STRONG FOREHAND



Arantxa Sanchez-Vicario(ESP)

HEIGHT 5'6" 1/2 (169cm) **WEIGHT** 123lbs(56kg)

DATE OF BIRTH 18/12/71

PREFERRED HAND TYPE Right-handed

TYPE VARIOUS SHOTS



Jelena Dokic(YUG)

HEIGHT 5'9" (175cm) **WEIGHT** 132lbs(60kg)

DATE OF BIRTH 12/4/83

PREFERRED HAND TYPE Right-handed

TYPE FAST RUNNER



Alexandra Stevenson(USA)

HEIGHT 6'1" (185cm) **WEIGHT** 156lbs(71kg)

DATE OF BIRTH 15/12/80

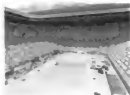
PREFERRED HAND TYPE Right-handed

TYPE STRONG BACKHAND

COURTS

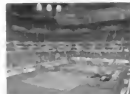
Play on the world's greatest courts

You can play matches on various courts in *Virtua Tennis*. Here are some of them.



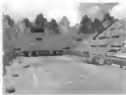
Melbourne, Australia

Surface Hard
Ball speed Fast
Bounce High



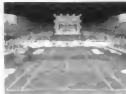
New York, USA

Surface Hard
Ball speed Fast
Bounce High



Paris, France

Surface Clay
Ball speed Slow
Bounce High



Tokyo, Japan

Surface Artificial turf
Ball speed Slow
Bounce Regular



London, Great Britain

Surface Grass
Ball speed Fast
Bounce Low



You can play on more courts in EXHIBITION mode as you buy them at shops in WORLD TOUR mode.



Dreamcast

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This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

Product covered under one or more of U.S. Patents 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,078; and Re. 35,839 and Japanese Patent 2870538

(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80244; Publication 0671730, 0553545; Application 98938918.4, 98919599.5



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